

TPK

LAST MAN STANDING

SETUP: The first Game Master (GM) is chosen randomly. The other players (called The Party) create characters in any game systems understood by the GM. The GM, without knowledge of the Party's characters, creates The Module.

THE MODULE: This is the adventure, *which will kill every single character.* Examples: The Torgons Invade Earth, the Party enters The Crypt of Certain Death, and/or the Party beams to the planet's surface while wearing red shirts.

PLAY: The players announce their characters. The GM announces The Module. The GM starts a new round, continuing until only one character is left alive.

ROUNDS: At the start of every round players randomly declare their character's intended actions. The GM then announces which character dies this round. The GM has full control, but may pretend to look up information in the rules before describing the tragic death of a character. A round may not end until exactly one character has died.

END: When only one character is left alive at the start of a round, they are declared "The Last Man Standing", and are awarded the role of GM in the next game. The GM then describes, in brutal detail, the character's death.

